

L_Number	Hits	Search Text	DB	Time stamp
6	2462	(273/236,237,441,454,460).ccls. (434/107,128,247,258).ccls.	USPAT; US-PGPUB; EPO; JPO	2004/09/24 14:28
7	2158925	patent game electronic	USPAT; US-PGPUB; EPO; JPO	2004/09/24 14:28
8	2358971	patent (game near2 board) electronic	USPAT; US-PGPUB; EPO; JPO	2004/09/24 14:29
9	1620598	patent (game near2 board) electronic and (exclusive near2 right)	USPAT; US-PGPUB; EPO; JPO	2004/09/24 14:29
11	9926	patent and (game) and electronic and (computer) and (network internet)	USPAT; US-PGPUB; EPO; JPO	2004/09/24 14:29
12	1295	patent and (game) and electronic and (computer) and (network internet) and (463/\$).ccls.	USPAT; US-PGPUB; EPO; JPO	2004/09/24 14:29
13	462	patent near2 game	USPAT; US-PGPUB; EPO; JPO	2004/09/24 14:29
15	1765	((273/236,237,441,454,460).ccls. (434/107,128,247,258).ccls.) and (patent game electronic)	USPAT; US-PGPUB; EPO; JPO	2004/09/24 14:29
16	1212	((273/236,237,441,454,460).ccls. (434/107,128,247,258).ccls.) and (patent (game near2 board) electronic)	USPAT; US-PGPUB; EPO; JPO	2004/09/24 14:29
17	925	((273/236,237,441,454,460).ccls. (434/107,128,247,258).ccls.) and (patent (game near2 board) electronic and (exclusive near2 right))	USPAT; US-PGPUB; EPO; JPO	2004/09/24 14:29
18	57	((273/236,237,441,454,460).ccls. (434/107,128,247,258).ccls.) and (patent and (game near2 board) and electronic)	USPAT; US-PGPUB; EPO; JPO	2004/09/24 14:29
19	62	((273/236,237,441,454,460).ccls. (434/107,128,247,258).ccls.) and (patent and (game) and electronic and (computer) and (network internet))	USPAT; US-PGPUB; EPO; JPO	2004/09/24 14:29
20	29	((273/236,237,441,454,460).ccls. (434/107,128,247,258).ccls.) and (patent and (game) and electronic and (computer) and (network internet) and (463/\$).ccls.)	USPAT; US-PGPUB; EPO; JPO	2004/09/24 14:29
21	28	((273/236,237,441,454,460).ccls. (434/107,128,247,258).ccls.) and (patent near2 game)	USPAT; US-PGPUB; EPO; JPO	2004/09/24 14:29
22	366	patent.ti.	USPAT; US-PGPUB; EPO; JPO	2004/09/24 14:29
23	20	((273/236,237,441,454,460).ccls. (434/107,128,247,258).ccls.) and ((patent near2 game) and advantage)	USPAT; US-PGPUB; EPO; JPO	2004/09/24 14:29
10	706	patent and (game near2 board) and electronic	USPAT; US-PGPUB; EPO; JPO	2004/09/24 14:30
14	302	(patent near2 game) and advantage	USPAT; US-PGPUB; EPO; JPO	2004/09/24 14:30
24	7	patent and (game near2 board) and electronic and (exclusive near2 right)	USPAT; US-PGPUB; EPO; JPO	2004/09/24 14:30
25	1	patent.ti. and (patent and (game near2 board) and electronic)	USPAT; US-PGPUB; EPO; JPO	2004/09/24 14:30
26	13	3850433.URPN.	USPAT	2004/09/24 14:30
27	2	patent.ti. and game and (internet computer network)	USPAT; US-PGPUB; EPO; JPO	2004/09/24 14:30
28	14	(reward same innovation) and game	USPAT; US-PGPUB; EPO; JPO	2004/09/24 14:30
29	1	("5359508").PN.	USPAT	2004/09/24 14:30

30	3	(US-6131085-\$).did. or (US-20020076674-\$ or US-20010032189-\$).did.	USPAT; US-PGPUB	2004/09/24 14:30
31	3	((US-6131085-\$).did. or (US-20020076674-\$ or US-20010032189-\$).did.) and game	USPAT; US-PGPUB	2004/09/24 14:30
32	1	("5359508").PN.	USPAT	2004/09/24 14:30
33	3	(("5007641") or ("5373440") or ("5628684")).PN.	USPAT	2004/09/24 14:30
34	48	((new novel) adj2 (strategy tactic)) and exclusive and game	USPAT; US-PGPUB; EPO; JPO	2004/09/24 14:30
35	5	((new novel) adj2 (strategy tactic)) and ((exclusive sole) with rights) and game	USPAT; US-PGPUB; EPO; JPO	2004/09/24 14:30
36	1	10/080065	USPAT; US-PGPUB	2004/09/24 14:30